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NBA JAM T.E.

TOURNAMENT EDITION

KIDS TO ADULTS

AGES 6+

INSTRUCTION BOOKLET

MIDWAY

Acclaim entertainment, inc.

SUPER NINTENDO ENTERTAINMENT SYSTEM

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NBA JAM TOURNAMENT EDITION

JAM™ IT HOME!

Cut loose, drive for the net, and give it all you've got! With NBA® JAM™ TOURNAMENT EDITION™, you're experiencing wham, bam hoop action like you've never seen before!

NBA® JAM™ TOURNAMENT EDITION™ lets you wham it and slam it with rim-rocking superstars like Scottie Pippen, Patrick Ewing, Dominique Wilkins, Hakeem Olajuwon, Chris Mullin and Karl Malone! They're all here: the greatest superstars of the sport that has become the greatest game on the globe!

Blast off with the Rockets and the Blazers, display some roundball Magic and Heat, fly high with the Hawks and the Hornets! All 27 NBA® teams are represented as you take to the boards in one-on-one, two-on-two, or two-on-one competition!

Prepare for full-scale competition with a Jam-packed practice session! Hit the hardwood with slams and turbo-charged Jams! Take the three-point shot from the far end of the court, or Jam it home from under your opponent's net!

You think you know the game? Think again! With NBA® JAM™ TOURNAMENT EDITION™ you're entering a whole new world of rim-ramming, hard-hitting hoop excitement!

BEFORE YOU LACE UP THE SHOES

LOADING:

1. Make sure the power switch is OFF.

2. Insert the NBA® JAM™ TOURNAMENT EDITION™ Game Pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM® instruction manual. If you wish to play a three or four-player game, plug in a Super Multitap™ or a Super Link™ (sold separately) at this time as described in its instruction manual. NOTE: NBA® JAM™ TOURNAMENT EDITION™ supports only the Super Multitap™ or the Super Link™.

3. Turn the power switch ON.

When the NBA® JAM™ TOURNAMENT EDITION™ title screen appears, press the START BUTTON. [NOTE: There are four different player positions in NBA® JAM™ TOURNAMENT EDITION™. Players 1 and 2 are teammates, and players 3 and 4 are teammates who oppose them.]

HEAD TO HEAD mode places two human players on opposite teams. The person with controller 1 is player 1, but the person with controller 2 is player 3. You can play one-on-one, two-on-two, or two-on-one competitive games.

NBA® JAM™ TOURNAMENT EDITION™

TEAM GAME mode puts both players on the same team (2 players vs. computer), making the person with controller 1 player 1, and the person with controller 2 player 2. It's you and a friend against the computer!

PRACTICE mode, exclusive to NBA® JAM™ TOURNAMENT EDITION™, enables you to work extensively on perfecting your passing and Jamming skills before you take them into HEAD TO HEAD or TEAM GAME competition! Workable with one player plus a CPU teammate or with two human players, PRACTICE mode allows you to set up specialty drills, and to review and refine your dunks before you team up against the NBA®'s best!

OPTIONS mode lets you customize your NBA® JAM™ Tournament Edition™ game play in a wide variety of ways! (For additional details on this mode, see CUSTOMIZE THE GAME on page 8)

If you are using a multi-player adaptor, you will be asked to select the controller number corresponding to the player you wish to control: controller 1 is player 1, controller 2 is player 2, and so on. Everyone who wishes to participate should then press the START BUTTON on their respective controllers.

Whether you are using a multi-player adaptor or not, you will then be asked if you wish to enter your initials for record-keeping. Use the CONTROL PAD and the A, B, X, Y or START BUTTON to choose.

This decision affects all players; no player can enter initials if "no" is selected. If "yes" is selected, each player will then be asked to enter his/her initials . Use the CONTROL PAD to move the cursor to the desired letter, then press the A, B, X, or Y BUTTON to select. If the initials entered are one of the sixteen in memory, your record will be immediately recalled. NBA® JAM™ TOURNAMENT EDITION™'s record-keeping feature stores each player's record, ranking, winning percentage, and more!

In all but the OPTIONS mode, you will then be asked to choose your NBA® team. Use the CONTROL PAD to highlight the team you want. Both players can pick the same team. Each team is comprised of two players from a roster of three or more NBA® teammates. In addition to the 27 NBA® teams, NBA® JAM™ TOURNAMENT EDITION™ features a rookie team made up entirely of NBA® newcomers. As with regular teams, both players can select rookie teams. Rookie team games do NOT count towards a season.

Notice that for every player featured in NBA® JAM™ TOURNAMENT EDITION™, a field of statistical ability rankings appears at the bottom of the screen below the player's portrait. These figures rate each player on a scale of 0 to 9 in eight important playing categories.

NBA JAM TOURNAMENT EDITION

Attributes rated are:

Speed: How peppy the player is.

3 Pt: Rates how well the player hits the hoop from "downtown".

Dunk: A ranking of what kind of Jammer the player is.

Pass: How accurate a player's passing game is.

Power: The power of a player is important in terms of both his strength and his ability to withstand injury.

Steal: Rates a player's ability to strip the ball from opponents.

Block: How good is this player at rejecting and deflecting attempted shots? The block rating tells no lie!

Clutch: Tells you whether this player comes through when you need him most, or if El Foldo is more his style.

Once you've highlighted your team, use the A, B, X, or Y BUTTON to scroll through the available player combinations on that team, then press the START BUTTON to lock in your choice.

CUSTOMIZE THE GAME!

The options screen provides you with a wide variety of ways to affect game play:

TIMER SPEED: The speed of the clock may be set from 1 (very slow) to 5 (very fast).

DRONE DIFFICULTY: The competitive intelligence of your computer controlled opponents may be set from 1 (not so smart) to 5 (very smart).

TAG MODE: In a one-player or one human per team game, NBA® JAM™ TOURNAMENT EDITION™ allows you to select how you wish to control your teammate. OFF is the default. As in the arcade version, you control one player the entire game, and the computer controls your teammate (unless a human player should "jump in" with his START BUTTON). ON enables you to control both the ball-handling and the movement of whichever player on your team has the ball. In other words, you pass off control when you pass off the ball. The "tag" occurs when your teammate gains possession, so if a pass is intercepted, you retain control of the player who passed.

NBA JAM TOURNAMENT EDITION

COMPUTER ASSISTANCE: Set on or off. When on, this option button will cause the computer to make sure that games remain close by cooling off any team that gets too big a lead! Turn off to give both teams a "fair shake".

CONTROLLER CONFIGURATION: This mode offers you six different ways of setting up the BUTTONS on your controller for various pass, shoot, and turbo options.

VIEW/ DELETE RECORDS: Activating this option will take you to the record screen. NBA® JAM™ TOURNAMENT EDITION™ stores records and stats for up to 16 different players! At some point, however, you may wish to make room for a new one. To erase a record, use the CONTROL PAD to highlight the desired record and press the A BUTTON. You will then be asked to confirm whether you truly wish to delete this record. Press the START BUTTON to abort your deletion, or the Y BUTTON to erase the record. Press the START BUTTON to return to the OPTIONS screen.

SPECIAL FEATURES allows you to make additional adjustments to six game features:

1. **TOURNAMENT MODE**. When on, this disallows all power-ups and cheats, and turns computer assistance off. Notice that when Tournament Mode is on, all other options in the special features menu are not available, and that Computer Assistance is automatically turned off on the regular options screen.

2. **SHOT CLOCK**. May be adjusted from 5 seconds to 24 seconds.

3. **OVERTIME**. May be adjusted from 1 minute to 3 minutes.

4. **HOT SPOTS**. When on, will create visible hot spots with different point values. Shoot or Jam™ from a hot spot and score bonus points! When your player lands on one, you'll hear a sound and the color of the spot will change.

5. **POWER-UP ICONS**. These will enable a player to instantaneously (and temporarily) increase his dunking ability, cause a player to remain temporarily "on fire," increase his ability to intercept a pass... and more! Available to be picked up by a human player or the CPU, they appear on screen at random intervals. Here's a directory of available icons you'll find in NBA® JAM™ TOURNAMENT EDITION™:

[3] Increases a player's ability to make the three-point outside shot!

[D] Allows players to perform Monster Jams from anywhere on the court.

NBA JAM TOURNAMENT EDITION

[S] Increases a player's overall speed!

[P] Increases a player's power

[T] Temporarily gives a player unlimited turbo!

[F] Causes a player to catch fire, increasing his ability to sink those incredible slams!

[B] The Bomb flattens everyone on the court except the player who collects it.

6. JUICE MODE. Talk about high-speed slamming! Turning up the juice increases all players' overall speed by a factor of 1 to 4. Try hitting turbo when your player's been juiced up to a factor of four! Awesome!

NOTE: Hot Spot or Power-Up icon games will NOT count toward your season record.

Once you've made whatever options changes you wish to make, press the START BUTTON to lock in those options.

After the first and third quarters, the computer will provide coaching tips to help you improve your game!

After the second quarter, the computer will review the players' statistics for the first half.

TIME TO HIT THE BOARDS!

An NBA® JAM™ TOURNAMENT EDITION game is divided into 4 quarters of three minutes each. A game begins with a tip-off, as two players leap for the ball in order to gain control. Possession of the ball at the beginning of the second and fourth quarters goes to the home team (team two), and to the visiting team (team one) at the start of the third quarter, regardless of who wins the initial tip or who possesses the ball when the previous quarter ended. The home team defends the basket at the right side of the screen and scores against the visiting team's basket at the left side of the screen.

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VISITING TEAM

HOME TEAM

The object of the game is to have outscored your opponents when the final buzzer sounds. A basket counts for two points when it is shot from inside the three-point line, and three points when shot from behind it. A defensive player can block a shot, but only when the ball is on the upward part of its arc. If it is touched by a defender on its downward flight, a goaltending call is made, and points are awarded whether or not the basket was going to go in. Once the ball touches the rim however, it can be grabbed by any player, either offensive or defensive.

To make identifying the ball-handler easy, whenever a player has possession of the ball, an orange basketball indicator will appear behind his name at the top of the screen. If nobody has possession—the ball is in the air or has been knocked away—there is no indicator.

If a player scores three baskets in a row, he is "on fire!" During this time, he has unlimited turbo, and a much better chance of sinking shots from anywhere on the floor! Only one player can be "on fire" at a time. Being "on fire" lasts for four baskets by the "on fire" player or until the next opposing basket goes in, meaning that a teammate can score without disrupting the fire. The ball glows when the player on fire holds it and smokes when he shoots it!

SUBSTITUTIONS

After the 1st, 2nd and 3rd quarters, NBA® JAM™ TOURNAMENT EDITION™ allows you to make player substitutions from your team roster. Change the player combination by pressing the A, B, X, or Y BUTTON. When you see the two players on screen you want in the game, press the START BUTTON to begin the next quarter. (NOTE: When a player completes a season by defeating all 27

NBA JAM TOURNAMENT EDITION

NBA® teams, expanded rosters become available for some teams.]

Injury: A progressive assessment of a player's health, this ranking will increase as a player sustains increased injury throughout a game. An injured player will suffer degraded play in all attribute areas, so you may wish to substitute a healthy player for an injured one. Sitting a player out for a quarter will completely restore his health.

JAM™ CONTROLS

CONTROL PAD: Moves your player up and down the court. When any player is off-screen, his position is marked by an arrow with his player number and color, the height showing where he is vertically on the court, and distance from the edge showing how far off-screen he is.

OFF-SCREEN INDICATOR ARROW

SHOOT/BLOCK: When your team has the ball, the SHOOT button will cause you (and on a one-human team, your computer teammate as well) to shoot for the basket. Your player releases the ball when you release the button. Releasing the ball at the apex of your leap gives your shot greater accuracy, but releasing it quickly or very slowly can often prevent a leaping defender from blocking or stealing the ball. Tapping SHOOT quickly several times executes a head-fake which may trick the defense, but it stops your dribble so you must either pass or shoot the ball before you can move!

When your team does not have the ball, SHOOT/BLOCK causes your player to jump up for a block. Timing is crucial to denying the shot. Jump too early and the shooter can wait until you fall out of the way, jump too late and the shooter can shoot it over you! Many times your defender will get a piece of the ball without rejecting the shot completely. The ball will flash white whenever your defensive player makes contact with it.

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PASS/STEAL: When your team has the ball, the pass button will cause you (and on a one-human team, your computer teammate) to pass the ball to his teammate. But a passed ball is easily intercepted by a defender, so look before you pass!

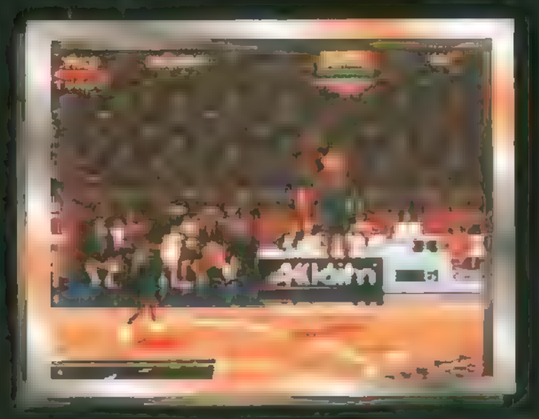
When your team does not have the ball, tapping this button causes your player to swipe at the ball in the hopes of either stealing it or knocking it out of an opponent's hands.

TURBO: TURBO causes your player to run much faster than he normally would (determined by his attributes), whether on offense or defense, allowing you to blow by a defender, or to step around a pick and block a shot! Unfortunately, your player has only a limited amount of turbo power, indicated by the meter under your player's name. As you use it, the meter runs down, but when you release TURBO, it begins to regenerate. A player using Turbo can be spotted by his colored shoes! When a player is "on fire," he has unlimited turbo until his fire is put out, but to use the turbo, the button must still be held!

Tapping TURBO several times quickly causes your player to grab and protect the ball, a move which can often knock defenders away and give you a clean shot at the basket.

TURBO + SHOOT/BLOCK: When your player has the ball near the basket, pressing these two buttons causes you (and on a one-human team, your computer teammate) to go for the Jam, slam-dunking the ball into the basket. There are many spectacular "Ultra-Jams" that can be executed, depending on a number of factors such as the player's dunking ability and position. Your player will only Jam if he is moving, however, so be sure to drive towards the hole if you want to slam!

When your team doesn't have the ball, pressing these two buttons makes your player go for a super block, jumping much higher than he ordinarily would!



TURBO + PASS/STEAL: Pressing these buttons will cause the ball-handler to execute a much harder and safer pass than the PASS button by itself. Often these will take the forms of behind-the-back, or bounce passes.

When your player doesn't have the ball, pressing these buttons together makes your player shove. When he connects, it knocks a player out of the way. Be careful, because you can knock down your own player, too! Defensively the shove is a useful tool for stealing the ball, bringing down rebounds, and stopping "easy Jams"! Offensively, the shove is a good way to clear an area so a teammate has a clear shot at the basket.

START: START pauses or resumes a game.

On the following pages are offensive and defensive charts for quick and easy reference.

OFFENSIVE CONTROLS

When player has possession of the ball (default settings are in parentheses).

	TAP BUTTON	HOLD BUTTON	PRESS+ TURBO
SHOOT/ BLOCK (A or B BUTTON)	Head fake	Jump shot	Dunk
PASS/ STEAL (X or Y BUTTON)	Pass	Pass	Super-pass
TURBO (L or R TRIGGER)	Protect Ball	Run faster	

DEFENSIVE CONTROLS

When player does not have possession of the ball (default settings are in parentheses).

	TAP BUTTON	HOLD BUTTON	PRESS+ TURBO
SHOOT/ BLOCK (A or B BUTTON)	Block	Block	Super-block
PASS/ STEAL (X or Y BUTTON)	Steal	Steal	Shove
TURBO (L or R TRIGGER)		Run faster	

NBA JAM TOURNAMENT EDITION

WHAM IT, SLAM IT, JAM™ IT!

Practice your turbo-charged Jamming and slamming and see if you can duplicate some of these breathtaking moves!

PLAYER ATTRIBUTES

NBA® JAM™ TOURNAMENT EDITION™ includes all the greatest superstars of all 27 NBA® teams, each ranked on a scale of 0 to 9 in eight important categories of ability!

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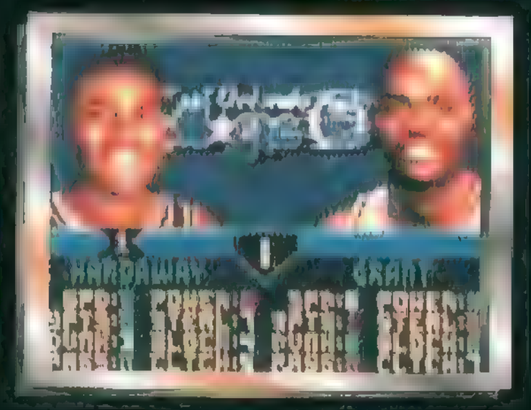
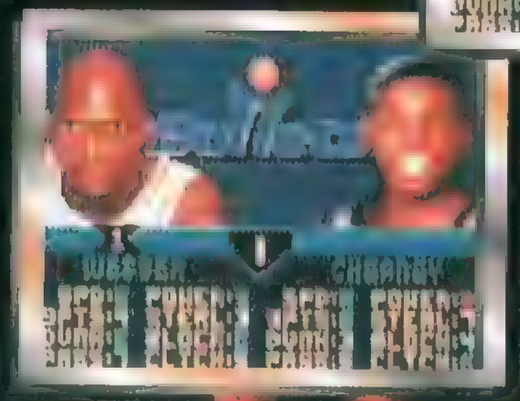
ATLANTIC DIVISION





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NBA

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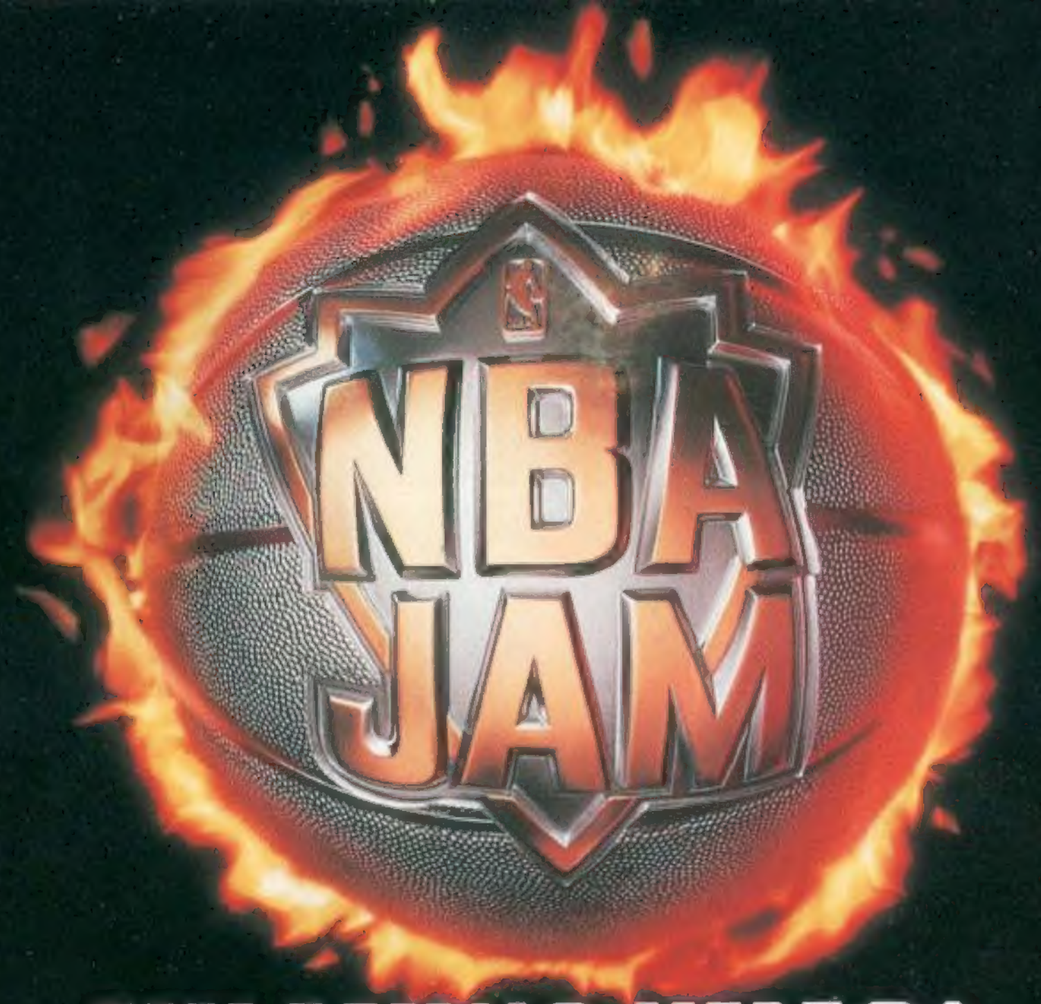

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